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Shape segmentation and retrieval based on the skeleton cut space

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STELLINGEN

behorende bij het proefschrift

SHAPE SEGMENTATION AND RETRIEVAL BASED ON THE
SKELETON CUT SPACE

van

CONG FENG

1. The skeleton cut space, and its segmentation-related properties, can be used in shape editing.
– Chapter 4
2. The unifying part-patch segmentation of a shape could be further extended to treat a wider range of shapes, such as non-watertight (open) ones.
– Chapter 6
3. Shape retrieval can profit from user input: Users can interactively specify the properties of shapes they are (not) interested in.
– Chapter 5
4. Shape processing can be a useful preprocessing step for shape retrieval.
– Chapters 3, 4, and 5
5. Porting shape retrieval to the GPU could massively increase its performance.
– Chapter 5
6. Medial representations of shapes can be seen as a transform of a spatial medium.
– This entire thesis
7. I used to think nature and factories are two sides of the world. However, now, nature is an ideal in my life.
8. Several times, I wonder how we can live in a society, and keep a relationship in a society.
9. Writing programs is hard, but writing my life is also hard. Can one have a choice?
10. My final hope is I can have a peaceful life and build a family.